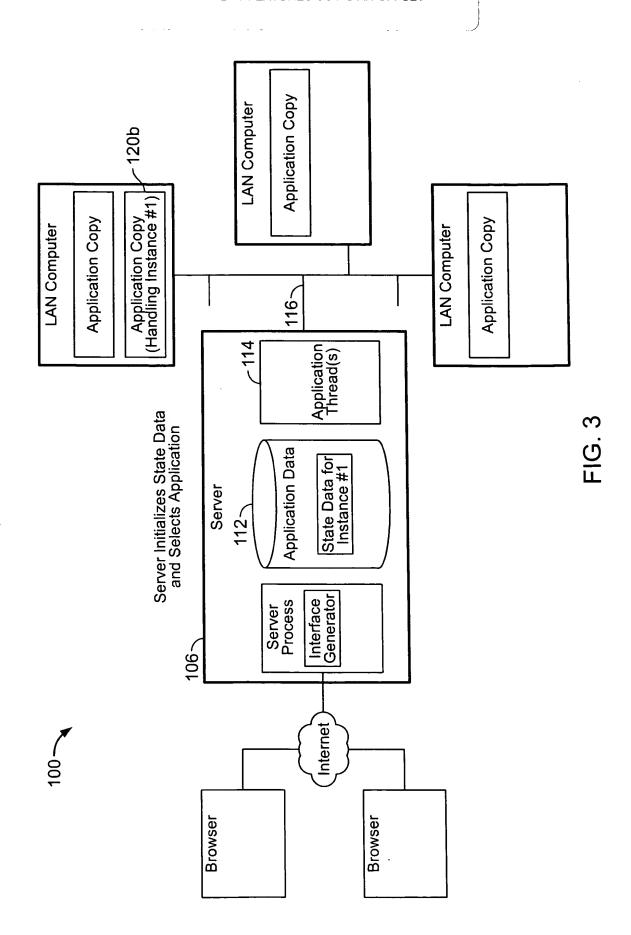
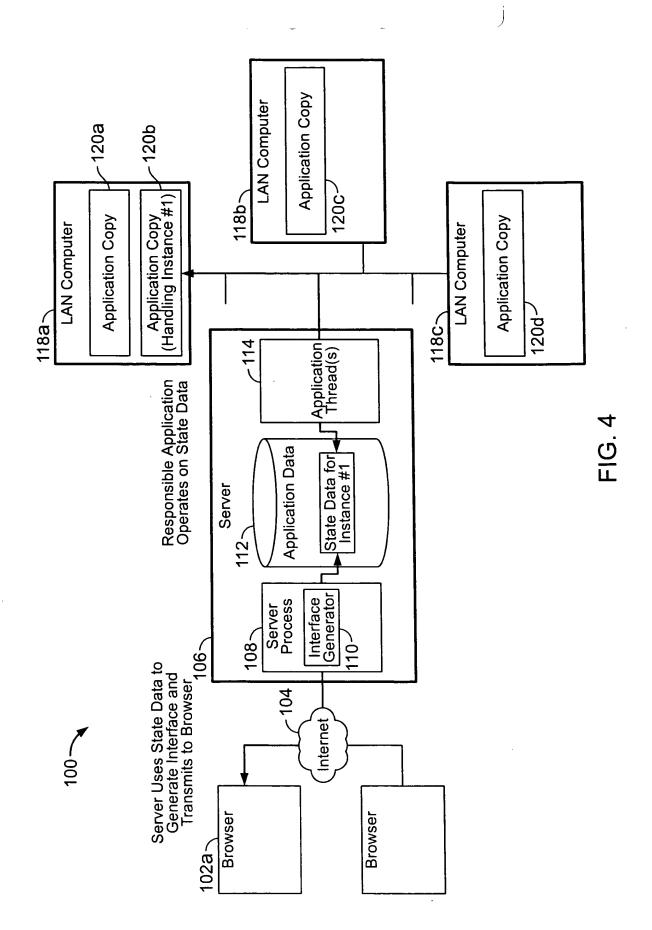


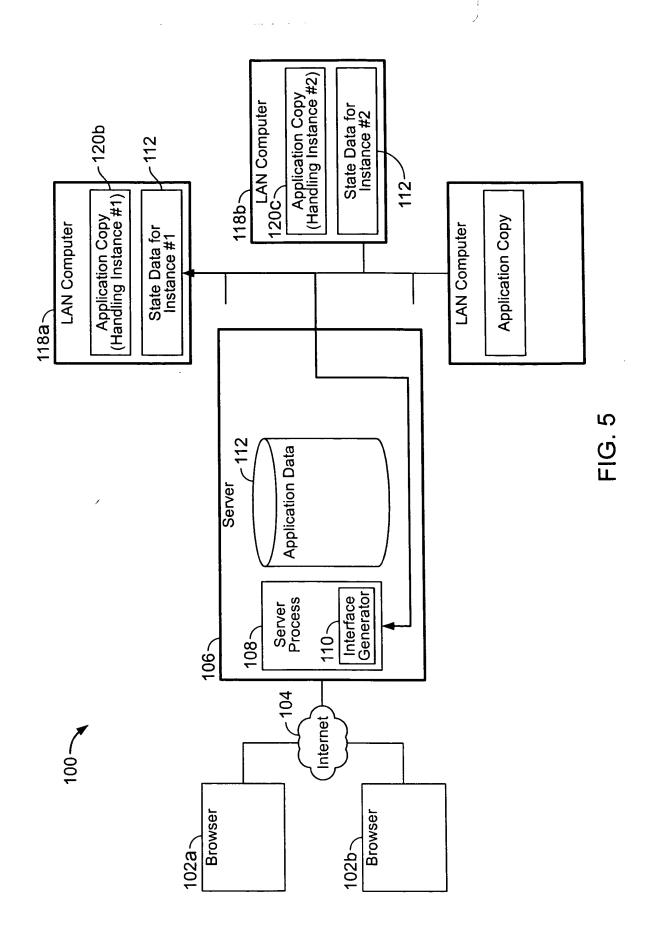
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MORPHING PATIENT FEATURES USING AN OFFSET





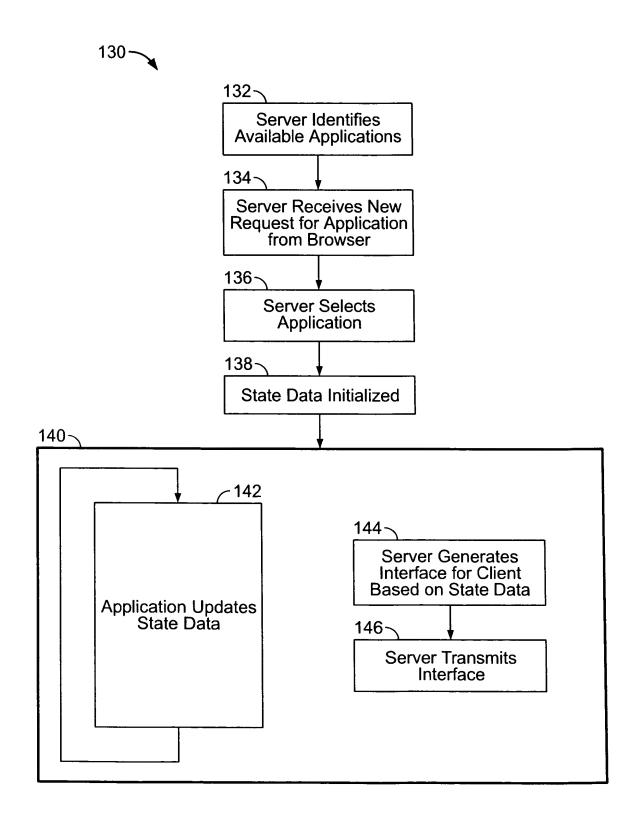
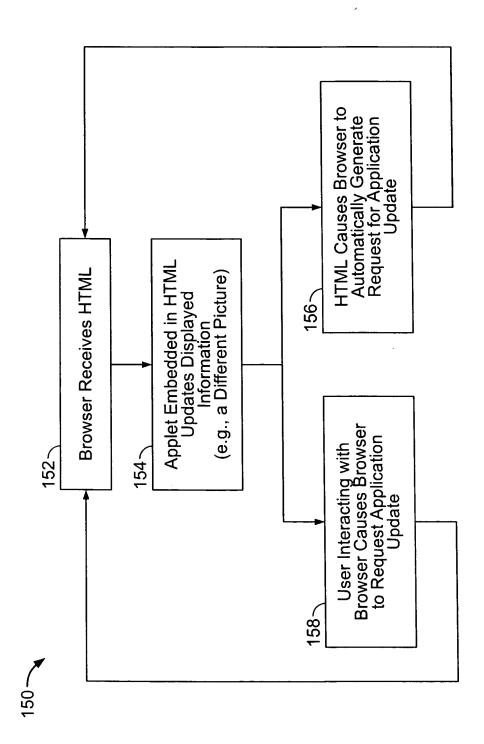


FIG. 6

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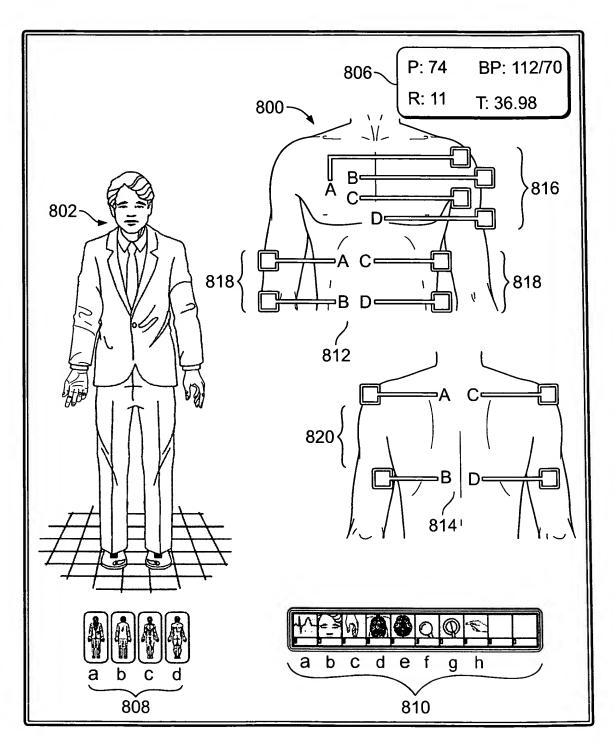


FIG. 8

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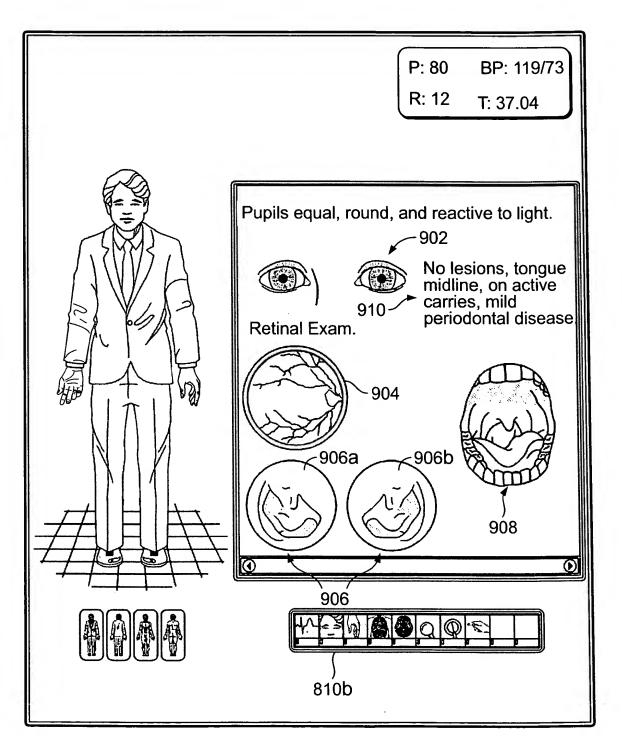


FIG. 9

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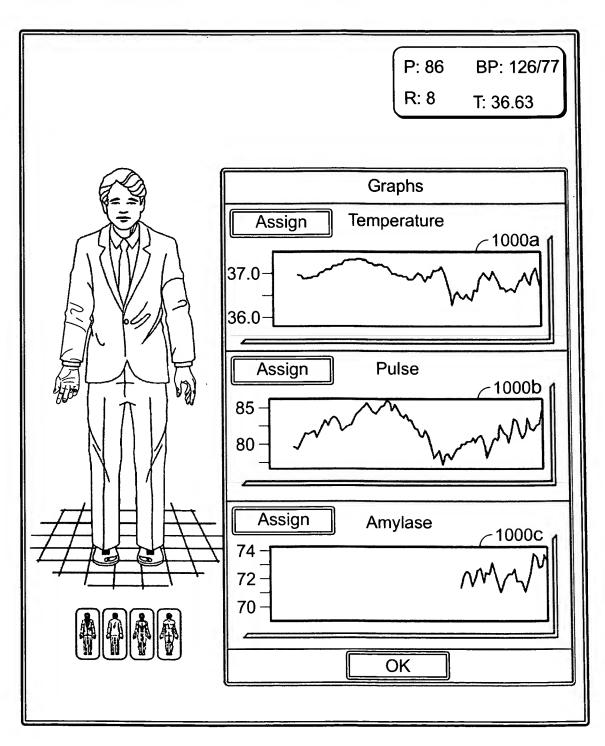


FIG. 10

Applicant(s): Karl Haakonsen et al.

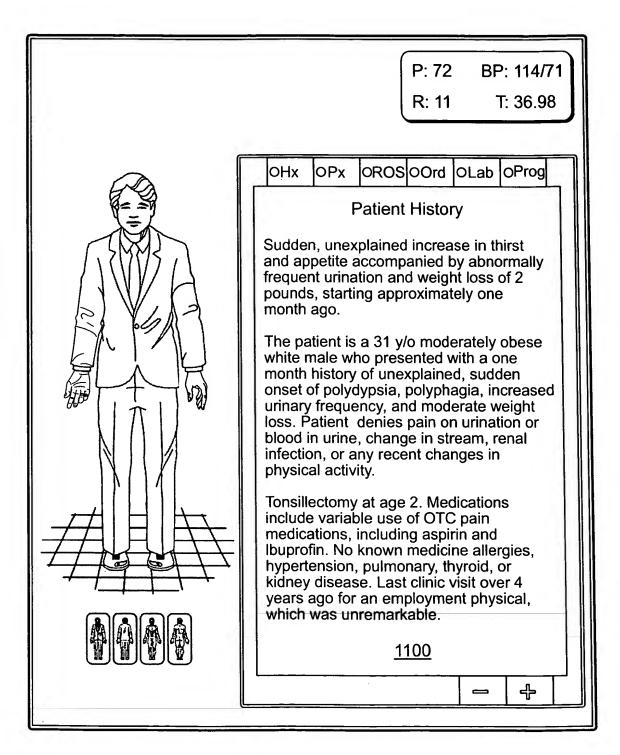


FIG. 11

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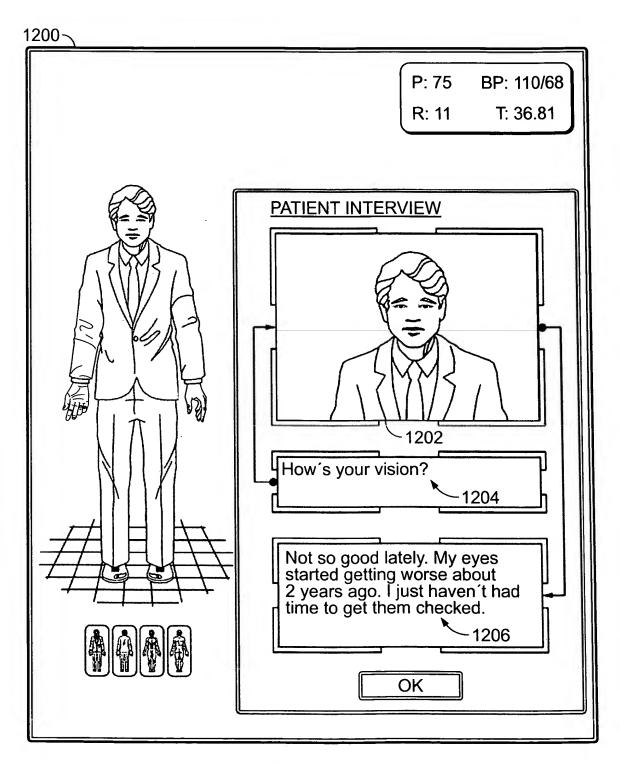


FIG. 12

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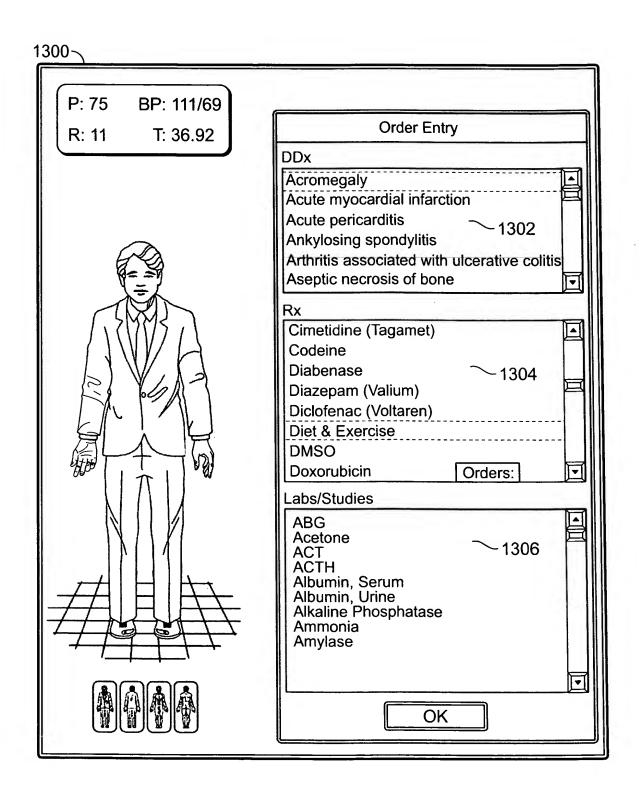


FIG. 13

BP: 116/72

P: 85

T: 37.25

R. 9

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O Time Jump Set Time Slice (1 Minutes) O Seconds Minutes Time Slice O Weeks O Hours O Days Cancel **Time Control** 13 Elapsed (weeks/days/hours/minutes): Restart Current: Wed, 01/05/00 18:37 Initial: Wed, 01/05/00 14:24 Stop Time 0 0

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Object ABD MMFile ′′Body Renderings\New_Male_Fat\FatChBkMPercuss.jpg′′ Object ABD MMFile ´´Body Renderings\New_Male_Fat\FatChBkMAus.jpg´ Files/Percussion/PercusResonant.wav Object ABD Sound6 'Wav Files\Percussion\PercusResonant.wav Object Model MMFile1 "Body Renderings\MorphMan\aprime.jpg Object Model MMFile2 "Body Renderings\MorphMan\bprime.jpg Object Model MMFile3 "Body Renderings\MorphMan\cprime.jpg Object Model MMFile4 'Body Renderings\MorphMan\dprime.jpg Object Model MMFile1 "Body Renderings\MFaces\Neutral.jpg Object ABD Sound1 ′Wav Files\Percussion\PercusDull.wav´′ Sound4 'Wav Files\Percussion\PercusFlat.wav' Object ABD Sound2 ''Wav Files\Percussion\PercusDull.wav' Object ABD Sound7 "Wav Files\Percussion\PercusDull.wav" Object ABD Sound3 ′Wav Files\Percussion\PercusFlat.wav Sound8 "Wav Files\Percussion\Exclame.wav" Sound2 ''Wav Files\Other\Bowel2.wav' Sound4 \'Wav Files\Other\Bowel2.wav' Object ABD Sound1 "Wav Files\Other\Bowel1.wav Object ABD Sound3 "Wav Files\Other\Bowel3.wav Object ABD Key 'Front Auscultation' Object ABD Key "Front Percussion" Object Model Key "Patient Views" Object Model Key "ROS Head" Sound5 "Wav Object ABD Object ABD Object ABD Object ABD 1504 { 1506 1502 1508

FIG. 15A-1

Object ABD

"Body Renderings\New_Male_Fat\ChBkMPercuss.jpg ∵Body Renderings\New_Male_Fat\FatChBkMAus.jpg∵ Object Chest Sound5 ′′Wav Files\Breath Sounds\NormBSBase.wav′′ "Wav Files\Breath Sounds\NormBSBase.wav" Object Chest Sound4 "Wav Files\Breath Sounds\NormBSBase.wav" Chest Sound6 "Wav Files\Breath Sounds\NormBSBase.wav" Object Chest Sound2 "Wav Files\Breath Sounds\NormBSApex.wav" Object Chest Sound2 ′′Wav Files\Percussion\PercusResonant.wav´′ "Wav Files\Percussion\PercusResonant.wav" "Wav Files/Percussion/PercusResonant.wav" "Wav Files\Breath Sounds\NormBSApex.wav Object Chest Sound4 "Wav Files\Percussion\PercusResonant.wav" Object Chest Sound5 "Wav Files\Percussion\PercusResonant.wav ∵Wav Files\Percussion\PercusResonant.wav Object Chest Sound3 "Wav Files\Heart Sounds\Normal (T).wav" "Wav Files\Percussion\PercusFlat.wav" "Wav Files/Percussion/PercusFlat.wav" "Back Auscultation" "Back Percussion" Sound6 Object Chest Sound7 Object Chest Sound3 Object Chest Sound3 Chest Sound8 Object Chest MMFile Object Chest Sound1 Object Chest MMFile Object Chest Sound1 Object Chest Key Object Chest Key Chest Object Object Object 1512 1514

'Body Renderings\New_Male_Fat\FatChBkMAus.jpg''

'Front Auscultation

Object Chest MMFile

Object Chest Key

Object Chest Sound1

1510

"Wav Files/Heart Sounds/Normal (A).wav

Object Chest Sound2 "Wav Files\Heart Sounds\Normal (P).wav"

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"Normal sinus rhythm with no signs of past or current cardiac events." Object CV Key 'ÉKG'' Object CV MMFile1 'ÉKGS\Normsinr.jpg'' Object CV Entry 'Normal sinus rhythm w 1516

Object Ext Key "Extremities - Left Hand"
Object Ext MMFile1 "Extrem\MNLHand.jpg"
Object Ext Entry "Left hand normal to inspe 1518 <

"Left hand normal to inspection.

"Right hand normal to inspection." "Extremities - Right Hand" Object Ext Key 'Extremities - Right Hand' Object Ext MMFile1 'Extrem\MNRHand.jpg' Object Ext Entry 'Right hand normal to insp 1520

Object Ext Entry "Feet normal to inspection." Object Ext MMFile1 "Extrem\MNFeet.jpg" "Extremities - Feet" Object Ext Key 1522 <

Object Heent MMFile1 "Pupils\NormEyes.jpg"
Object Heent Entry "Pupils equal, round, and reactive to light." "Eyes Exam" Object Heent Key 1524

Object Heent Description ''Pupils equal, round, and reactive to light.''

Object Heent Key "Retinal Exam"

Object Heent MMFile1 ´´Eye Exam\MorphRetSmall\a.jpg´´ 1526

Object Heent Entry "Normal retinal exam."

Object Heent Description "Retinal Exam.

"Tympanic Membranes" Object Heent Key

Object Heent MMFile1 ''Ear Exam\NormalEarBi.jpg''

Object Heent Entry ´´Tympanic membranes intact, no signs of fluid bilaterally.´´ 1528

Object Heent Description

"Throat Exam" Object Heent Key

Object Heent MMFile1 ′′Throat\M_Throat_hu.jpg 1530

Object Heent Entry "Throat is free of lesions

Object Heent Description "No lesions, tongue midline, no active carries, mild peridontal disease.

FIG. 15B-1

Object Neuro MMFile1 "Wav Files\speech\MspeechN wav" Object Neuro Description "Click button to hear speech" "Normal speech pattern "Speech Pattern" Object Neuro Entry Object Neuro Key 1532

Object Neuro MMFile1 "Gait\MNGaitC.avi" Object Neuro Entry "Normal gait. Object Neuro Key 1534

Object Rad Entry "Chest film normal. Trachea midline. No interstitial opacities. Object Rad Key "Chest Film" Object Rad MMFile1 "CXRs\NormalMale.jpg" 1536 4

"Skull film unremarkable. No masses or lesions visualized." Object Rad MMFile1 ′′CXRs\NormalSkull.jpg′′ Object Rad Entry ′′Skull film unremarkable. Nd "Skull Film" Object Rad Key 1538

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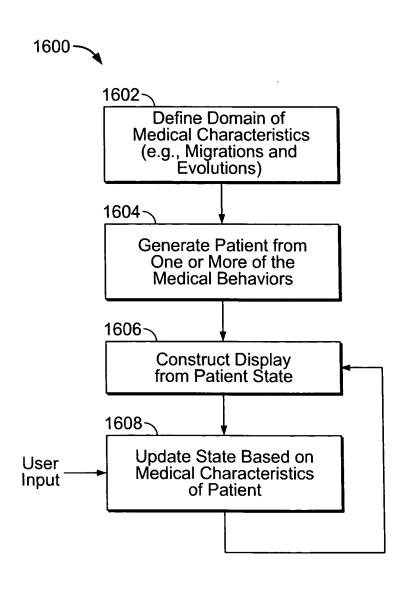
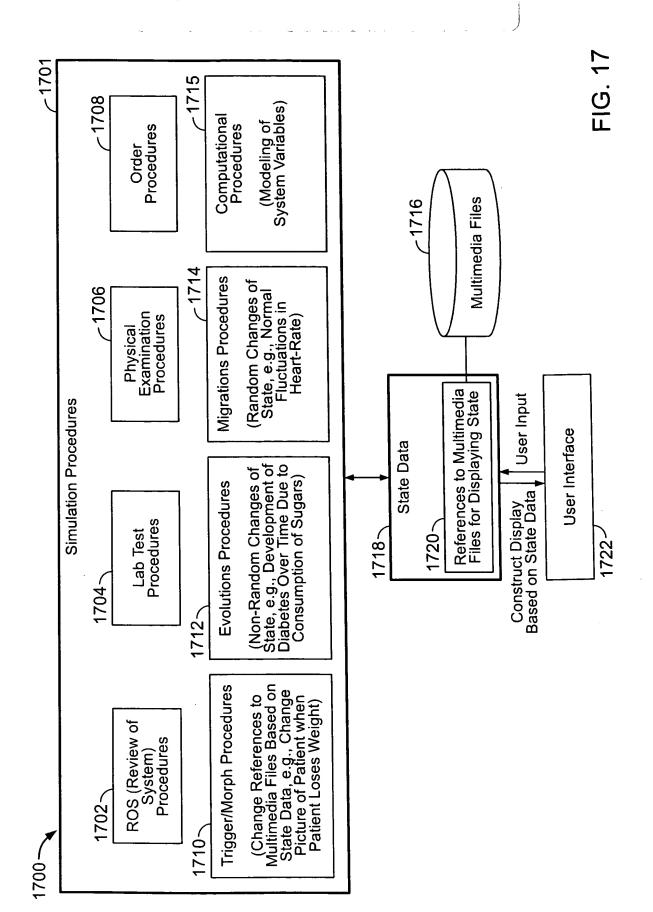


FIG. 16

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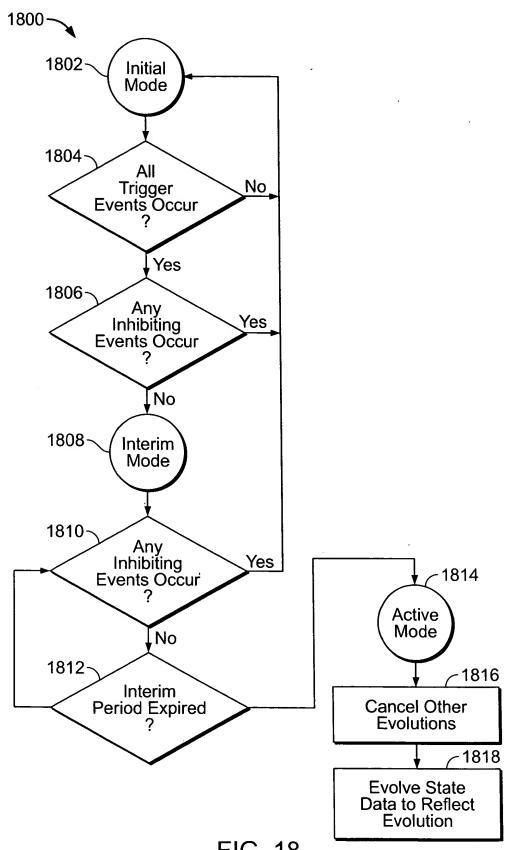


FIG. 18

```
1900-
        Evolution
           Name 'Diet & Exercise'
           Number_Trigger_Events 1
           Trigger_Type Action
(Trigger_Index ´´Diet & Exercise´´
           Number_Initial_Inhibiting_Events 1
           Initial_Inhibiting_Event _Type Evolution_Started
    1904
            Initial Inhibiting Event Index "Diet & Exercise"
           Initial Inhibiting Event Value 1
           {Interim_Mode_Time 4 
Interim_Mode_Units Days
           {Number_Interim_Inhibiting_Events 0 
Number_Evolutions_to_Cancel 0
            Number Evolving Variables 4
            Variable to Evolve "Vital_Weight"
            Importance 4
            Target_Multiple 0.90
            Target Increment 1
            Target_Variance 1
 1910a
            Time 62
            Time_Units Days
            Time_Variance 2
            Curve Index 1
            Evolve_Variance 2
```

FIG. 19A

MORPHING PATIENT FEATURES USING AN OFFSET Variable_to_Evolve 'Glucose, Fasting' Importance 3 Target_Multiple 0.90 Target_Increment 1 Target_Variance 1.5 1910b Time 52 Time_Units Days Time_Variance 1 Curve Index 1 Evolve Variance 1.25 Variable_to Evolve "Glucose, Plasma" Importance 5 Target_Multiple 0.95 Target_Increment 1 Target_Variance 1.25 1910c Time 42 Time_Units Days Time_Variance 1 Curve_Index 1 Evolve Variance 1.45 Variable_to_Evolve ''Glucose, 2h Postprandial'' Importance 2 Target Multiple 0.95 Target_Increment 1 Target_Variance 1.25 1910d Time 42 Time_Units Days Time_Variance 1

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End Evolution

Curve Index 1

Evolve Variance 1.75

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2000-Migration "ACT" Name Comment "Activated clotting Time" Units "ACT" Variable 143 Start Min 114 > 2002 186) Max Time_Step Time_Unit 0.4}2006 Variance Time_Jump 2 End_Migration

FIG. 20

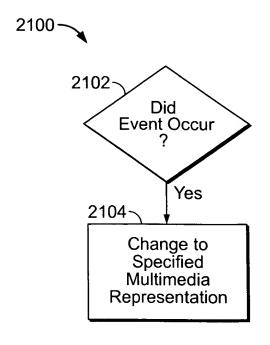


FIG. 21

MORPHING PATIENT FEATURES USING AN OFFSET

2202 "Body Renderings\New_Male_Fat\ChBkMPercuss.jpg" Slim\ChBkMPercuss.wav Object Chest Sound1 ′′Wav Files\Percussion\PercusResonant.wav′ Object Chest Sound5 "Wav Files\Percussion\PercusResonant.wav" Object Chest Sound4 "Wav Files\Percussion\PercusResonant.wav "Wav Files\Percussion\PercusResonant.wav Object Chest Sound6 "Wav Files\Percussion\PercusResonant.wav ''Wav Files\Percussion\PercusResonant.wav ''Wav Files\Percussion\PercusFlat. wav'' Object Chest Sound7 ´'Wav Files\Percussion\PercusFlat. wav´ 'Body Renderings\New_Male_ "Back Percussion" Object Chest Sound1 'Back Percussion' Name ''ChangeBackPersussion'' Variable_Index "Weight" Object Chest Sound3 Object Chest Sound2 Object Chest Sound8 Object Chest MMFile Object Chest Key Object_String Max 120 Min 100 Trigger

FIG. 22

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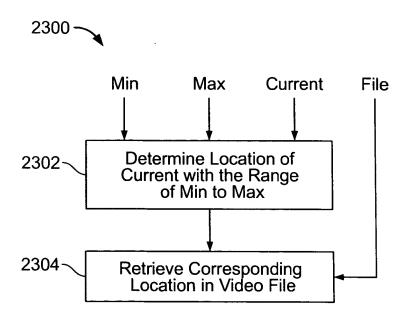


FIG. 23

Morph Name "vital_weightM" "No Comment" Comment "vital_weight" Variable Min 164.0 Max 184.0 End_Morph

FIG. 24

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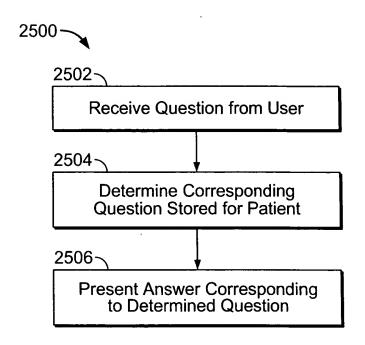


FIG. 25

Object ROS Question 'Have you felt fatigued?''
Object ROS Answer 'Well, I do find myself more tired at the end of the day lately, even though my job hasn't changed in years.''
Object ROS Keywords 'tire, fatigue, letharg''
Object ROS Entry 'Fatigued at the end of the day.''
Object ROS MMFile1 'Body Renderings\FFaces\sullen.jpg''

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Object Lab Test "Acetone" Object Lab Description 'No migration - Neg/Pos' Object Lab Entry "Neg/Pos"

FIG. 27

Object Order Action "Acarbose" Object Order Description "Oral Antidiabetic - Precose" Object Order Entry "Given to patient PO; tolerated well"

FIG. 28

Object Physical Key "Oral Temperature" Object Physical Text "Oral Temperature: \$temperature\$"

FIG. 29

COMPUTATION

Name "Vital BP_Diastolic"

Comment 'no comment'

"mmHG" Units

"Vital_BP_Diastolic" Variable Method Name 'ComputeBPDiastolic'

Number Arguments 1

Argument_Variable "Vital_BP_Systolic"

Variance End_Computation

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